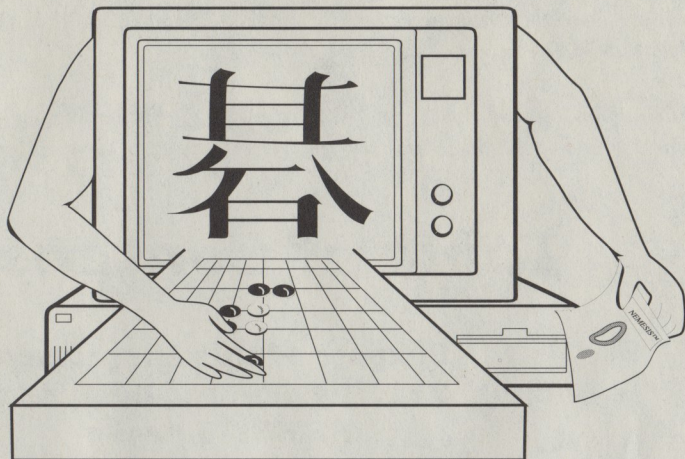


# NEMESIS® Go Junior™

## **Supplement to On-Line documentation**



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## **WELCOME to NEMESIS...**

Please register by returning the registration card enclosed in order to receive new product announcements & discounts on future upgrades.

A separate installation sheet has been enclosed to provide you with installation instructions for your particular machine. Macintosh owners be sure to remove all other out-dated NEMESIS products from your hard disk.

Registered owners can receive technical support toll free at **1-800-TOYOGO-9** or write to: Toyogo, Inc. P.O. Box 25460, Honolulu, HI 96825-0460. Our on-line documentation provides directions for submitting bug reports & suggestions.

**Professional Game Commentary & Lessons** — Now you can study under a professional's guidance through the use of NEMESIS. Detailed information can be found in the **DrinkMe.Jr** documentation file

An AGA discount membership form has been enclosed. Further reading material, Go equipment, & additional NEMESIS products are described in separate brochures enclosed.

## **Table of Contents**

Page 1	<b>Purpose of this Supplement</b>
Page 1-2	<b>Reading On-Line Documentation</b>
	<b>NEMESIS Books</b>
	<b>Tour</b>
	<b>Icon Window</b>
	<b>Buttons</b>
	<b>Home</b>
Page 2	<b>File Menu</b>
Page 3	<b>Edit Menu</b>
Page 3	<b>Game Menu</b>
Page 4-5	<b>Show Menu</b>
Page 5	<b>Scribe Menu</b>

## **SPECIAL THANKS to...**

**Mat Marcus of Utah** for his contributions to postscript printing.

**John Smith of Hawaii** for his implementation of the MS Windows & DOS interfaces.



# Purpose of this Supplement

Detailed explanations for all of Go Junior's functions and their use can be found in our on-line documentation. This manual explains how to use the on-line documentation, and provides overview of NEMESIS designed to help you focus on the elements in the on-line documentation most interesting to you. This is not a replacement for that documentation.

## Reading On-Line Documentation

### NEMESIS Books

NEMESIS stores collections of games and commentary in a file called a **book**. We provide several books, with contents geared around particular subjects. All books except Defaults.Gam contain copyrighted material and are locked from accidental editing. **You cannot play from a locked book.** Simply select NEW Book to play. The books provided include:

**DrinkMe.Jr** — a quick summary of how to use NEMESIS' on-line Go books, an overview of NEMESIS' abilities and samples of using NEMESIS features.

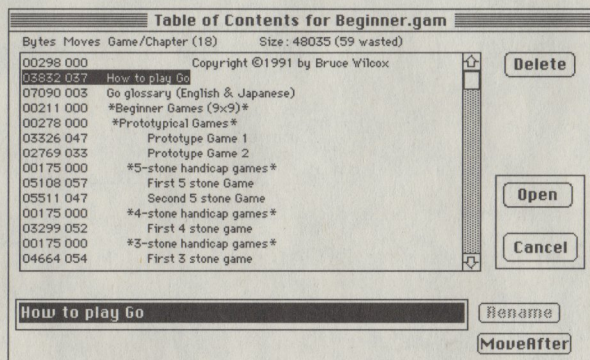
**Beginner.Gam** — Instructions on how to play go, basic tactics and strategy, and sample games with commentary on mistakes by beginners.

**V5.Jr** — Detailed description of each menu choice, and highlights the differences between Version 4 and Version 5.

**Defaults.Gam** — Useful game default settings. Recommended as a start-up document.

**Problem.Gam** — Sample problem from our forthcoming "Test Your Go Strength"

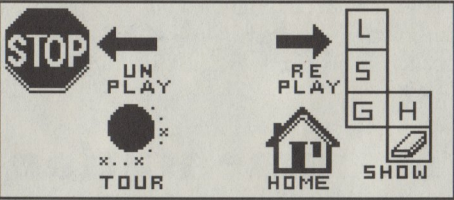
Books are opened by selecting **Open Book** from the **File Menu** and then picking which book you want to open from a list of available books.



When you open a book, NEMESIS displays its table of contents. (sample shown left) Select the game you want to view, and click on **Open** or press the **Enter key**. The table of contents disappears, and the game is shown restored to its beginning. Any initial comments are shown in the **Messages window**.

# Tour

To view a game's documentation, select **TOUR** from the **SCRIBE** menu. Each use of **TOUR** takes you to the next comment, diagram or variation, changing the contents of the board and messages windows appropriately.

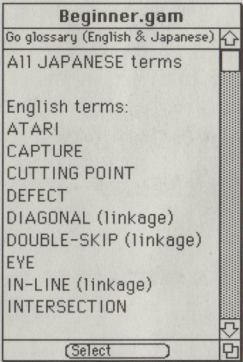


# Icons Window

The **Icons window** provides fast access to common commands. Instead of selecting **Tour** from the **Scribe** menu, it is faster and easier to click on the **TOUR** icon.

# Buttons

Sometimes the **Messages window** will indicate that an action other than **Tour** is appropriate (such as clicking on a board intersection or another icon.) A button on the bottom of the **Messages window** always directs you to an action other than **TOUR**. For buttons labelled **More**, you simply click on the button or press the **Enter key** to view additional information. For a **Select** button, some or all of the text lines form a menu you can choose among for follow-up documentation. Select the line you want first and then press the **Select** button or the **Enter key**. The example (shown right) is a partial list of Go terms from the **Go glossary** found in our **Beginner.Gam** book.



# Home

When you are done viewing the contents selected by a **Select** button, press the **HOME** icon, to return to your menu. Return from a sub-menu to an earlier menu by pressing **HOME** repeatedly. Eventually you will return to the start of the game.

# File Menu

**New Game** — clears the board and reinitializes NEMESIS for a new game using the current game parameters.

**Open Table of Contents** — of the current book allows you to switch to another game in the same book.

**New Book** — creates a new book.

**Open Book** — selects a pre-existing book.

**Save game** — stores the current game in a book.

**Page Setup** and **Print** — print a copy of the Go board.

**Quit** — terminates NEMESIS.

File	
New game	⌘N
Open table of contents...	⌘O
New book...	
Open book...	⌘B
Save Game	⌘S
Page Setup...	
Print...	⌘P
Quit	⌘Q



# Edit Menu

Edit		
Undo		⌘Z
<hr/>		
Cut		⌘H
Copy		⌘C
Paste		⌘V
<hr/>		
Unplay move		⌘U
Replay move		⌘R
Clear line		
Replay line		

**Unplay Move** — takes back 1 move at a time. This allows you to change your move (most recent or much earlier) or force NEMESIS to play somewhere else.

**Replay Move** — puts back a move that has been **Unplayed**, and is useful in reviewing a game.

You can also ask NEMESIS to take you backward or forward to any turn by holding down the command key and clicking on a stone (to go backward) or an empty intersection (to go forward). NEMESIS will switch to the turn in which that intersection was the most recent move.

**Unplay Line** — (hold down the command key and press **UNPLAY** icon) goes all the way to the beginning.

**Replay Line** — (hold down the command key and press **REPLAY** icon) goes all the way to the end of the game. **Replay Line** is speed-controlled (see **Setup Everything in Game** menu), so you can watch professional games unfold at a pace you dictate.

# Game Menu

**Play** — starts or resumes a game. When a game is in progress or some analysis submode is in progress, **Play** changes to **Stop**.

**Stop** — You can use **Stop** to interrupt NEMESIS while she is thinking or halt the game temporarily (i.e., turn off the clock).

**Setup Everything** — does just that. **Play parameters** include Board size, which rules, what handicap, who plays Black, and who plays White. With the **Teaching parameters**, you can set the replay speed, and control whether NEMESIS tells you why she played a move or substitutes some wise sayings randomly. **Board Display parameters** includes showing grid labels, choice of shaded or white board (when not in color), how many digits stone numbers take (for making printable diagrams). You can number just the last move, making it easy to find, or number all moves for a complete record of play. **Other parameters** controls the sound setting.

Game	
Play	
<hr/>	
Setup Everything...	
<hr/>	
Pass	⏏

Basic Parameters		
Play	Teaching	Board Display
9 x 9 Board	Instant replay	Board esthetics
No handicap	Some wisdom	Number last
Japanese rules		
Black= Human	Other	
White= NEMESIS	Realistic Sound	
OK		Cancel

**Pass** — is done at the end of the game instead of making a move. When any move would cost you points, you pass. When both players pass the game ends.

## Show

Hints  
Liberties  
Score  
Groups

Normal

- ✓ Turn Window
- ✓ Icon Window
- ✓ Message Window

# Show Menu

The top 4 items of the **Show Menu** & **SHOW** in the icon palette provide access to NEMESIS' unique perceptual aids. Perceptions are taught in the **Instant Go Starter Kit**.

**Hints** — for 10 hints at once.

**Liberties** — for the liberty counts of stones.

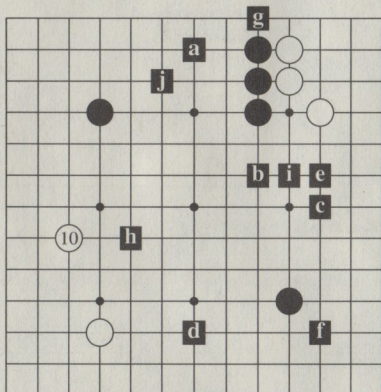
**Score** — for the resulting score difference anytime during the game to project a winner.

**Groups** — for groups & their sector lines.

**Normal** — to remove all marks from show displays. (The eraser in the **SHOW** icon).

All of these aids can be used on a particular turn by clicking the appropriate lettered box within the **SHOW** icon (e.g., **H** for hints), or you can have NEMESIS continuously update her display to show you their evolution during the play or replay of a game by selecting from the menu bar or command-clicking on the letter icon.

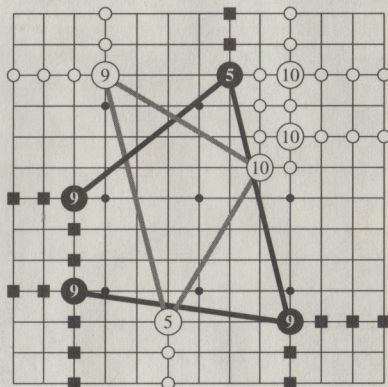
Switch back and forth between views with the click of an icon.



Throughout the game, recognizing your groups is essential. **Groups** shows the linkages between stones and draws any endangering sector lines. Each stone of the group is shown the group's safety status. This is a number from 0 (dead) thru 10 (alive). Numbers 5 and lower are groups that are severely endangered, dying or dead.

Ask NEMESIS for **Hints** as to where to play next — 10 at once. See the major foci of attention. In the **Messages window** NEMESIS says why each move should be played.

*Shift Click* on your opponents' stone to see his **Hints**.

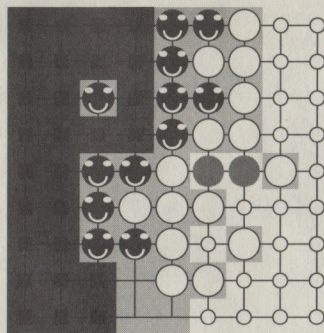




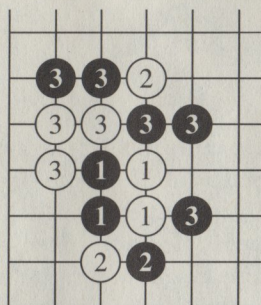
In the endgame, deciding what stones are alive or dead, and who encloses what territory is the central focus.

**Score** (shown right) is specifically designed to help you judge who is winning-- from the beginning all the way through to the end.

Dead stones are shown faded, winning stones are smiling, and territory is marked.

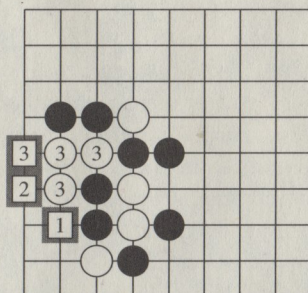


In a brawl, stones are attacking other stones in total chaos.



A beginner needs help minding the liberty counts of stones, and **Liberties** is just the thing — showing the count of each string on the stones which make it up. (Shown left)

Shift-click on a stone and it will even show you where they are! (Shown right)



## Scribe Menu

*Note: Items in the Scribe menu are also found on your icon palette.*

**TOUR** — takes you to the next comment, diagram or variation. **Tour** will pass unannotated turns as needed to get the next annotation. If you don't want **Tour** to skip uncommented moves, use *command-click* on the **Tour** icon to change it to **Step Tour**. **Step Tour** takes you to the next comment, diagram, variation or move. Command-click on **Step Tour** to return to regular **Tour**.

**HOME** — jumps you back to documentation branching points (e.g., a menu you just came from, or the turn from which you entered a variant line). Use **Home** repeatedly to return from nested submenus or *command-click* on **Home** to get back to the beginning of the game.

# **NEMESIS® Go Junior™**

## **Supplement**

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## **License Agreement**

The term program shall mean any and all computer files and documentation sold by Toyogo, Inc (the seller) under the product names NEMESIS® Go Junior™, NEMESIS® Go Master®, NEMESIS® Deluxe Toolkit™, NEMESIS® Joseki Genius™, NEMESIS® Tactical Wizard™, and NEMESIS® Scribbler.™

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